

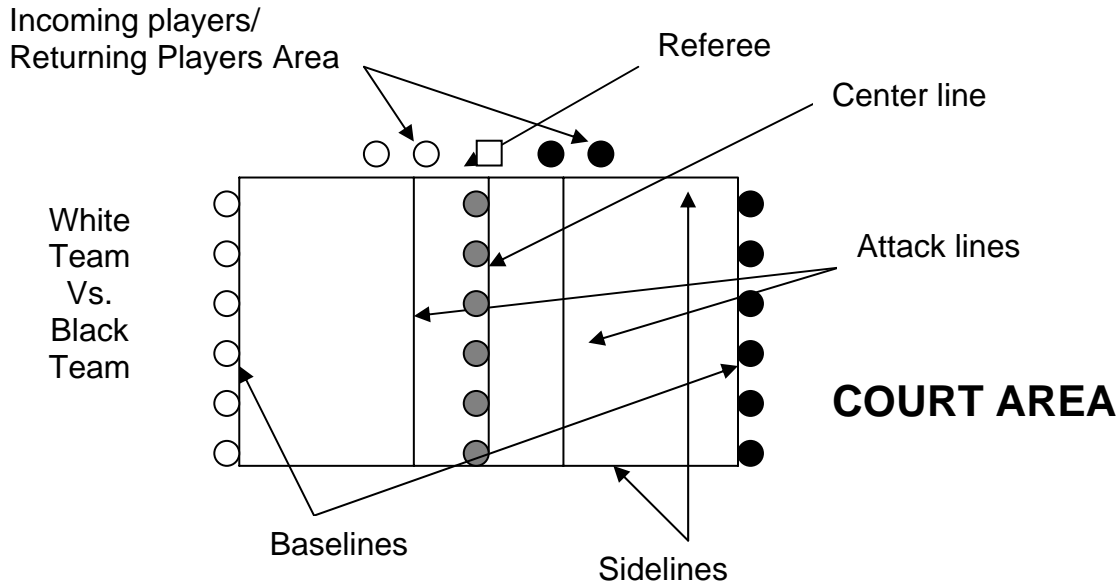
# Philippine Dodgeball Association Recreational Rules

Dodgeball rules adapted for Philippine settings by PDBA Officials and Volunteers

## THE COURT

The game may be played indoors or outdoors. The playing field shall be a rectangle 42 - 62 ft long and at 24 - 36 ft wide (Suggested is 60 x 30). The court shall be divided into two (2) equal sections by a center-line. There shall be attack lines 3m from and parallel to the centerline on each half of the court.

An area of 3-6 ft shall be clear around all courts without obstructions that, in the opinion of the organizers, could cause injury to a player.



**THE TEAM** \*Players who have been disqualified/sent out are not valid substitutes until the next match.

**Male/Female:** Teams will be made up of 6-10 players. Only six (6) players per team may be on court. Other members will line up at the returning players area.

**Co-Ed:** Teams will be made up of 6-10 players. Maximum of 5 males and 5 females per team. Only six (6) players per team may be on court. Other members will line up at the returning players area.

## THE GAME

The object of the game is to eliminate all opposing players by getting them OUT. This may be done by:

1. Hitting an opposing player with an attempt.
2. Catching a ball thrown by your opponent.

**The opening rush:** The game starts with teams from both sides standing behind their baselines. At the referees signal players must retrieve the 3 balls from their right side of the center line. A ball must be taken behind the attack line before it can be legally hit or caught. A ball thrown early is a dead ball which means you just gave your opponent a ball.

If a team fails to retrieve their ball within 5 seconds, their opponents may take their balls. This only happens during the opening rush. Otherwise players may throw as close to the center line as they want.

**Game duration:** 5 minutes (Suggested)

**Ties:** In case of a tie a sudden death overtime will be called. A tie occurs when time runs out and there are an equal number of players on both teams.

**Sudden Death:** All players start with the opening rush. The first team to hit an opposing player wins. Catching an attempt during sudden death overtime has no effect.

**Timeout:** Each team is allowed one 30 second timeout per game. This means that in a best of 3 match teams have a total of 3 timeouts each. Only the team who called the timeout may substitute players into the game. Only active players may call a timeout with the exception of the team captain who can call a timeout anytime. If a player who is OUT calls a timeout then 1 player from the opposing team will be called IN by the referee. If that's not possible then a team mate will be called OUT instead.

### **CONDUCT IN THE RETURNING PLAYERS AREA**

1. Stay behind the sideline. Eg Do not enter the court
2. Do not touch or handle a ball with any part of your body
3. Players may cheer or give instructions to team mates. Making calls or protesting is not allowed unless you are the team captain.

### **CONDUCT OF PLAYERS**

1. Avoid making calls about dishonest players. That's the referee's job. If you begin to officiate the game or make unnecessary calls, the referee may expel you from the remainder of the game.

### **SPORTSMANSHIP AND RULE ENFORCEMENT**

The "honor system" will be in effect. Players will be expected and obligated to play fair and honestly.

Officials may be questioned in a respectful manner but in the end, the official's decision is final whether. Disrespect is grounds for disqualification.

At the start and end of the game all players must shake hands with their opponents and referees at the centerline.

### **CLASSIFICATION LEVELS**

Kindly refer to club rules about leveling.

### **CLOTHING**

Cloths shall be in good taste and shall not have any parts that may hurt a player or interfere with their opponents play. In case of protest, the PDBA shall determine the suitability and appropriateness of cloths.

Players are required to attach any identifying numbers provided to them by the referees in the places stated by the referees.

## DEFINITIONS

**Active Player:** a player who is not OUT.

**Attempt:** the act of throwing the ball

**Action:** the time between the start and end of a game or overtime except during time outs.

**Bait Balls:** are balls that are rolled by a team just across the center line with the intent of either totally nailing any opponent who dares to get them or forcing the referee to call a “no throw” on the opposing team.

For example a team rolls 5 balls side by side right across the center line while one member waits, as close to the bait balls as possible, to make an attempt. Under these circumstances any opponent who dares to retrieve the balls are sure to get hit.

Bait balls are not allowed. If all the balls on a team’s side do not pass the attack line then the referee will call a stop to allow the baited team to retrieve balls.

**Catch:** the act of catching an attempt by any opponent before the ball touches anything other than an active player and team mate. This includes officials and players in the returning player’s areas. A catch made by a player after the ball has hit other teammates is considered valid.

The opponent whose attempt was caught will be called OUT and the teammate of the person who made the catch may return to the game.

**Deadball:** declaration by an official that an attempt has been nullified such as if a ball strikes an official or was kicked.

**Driven Ball:** a ball thrown with force and intention. Almost every attempt is a driven ball.

**Forfeit:** a match forfeit occurs when a team fails to show up on time or a team cannot produce 6 able members regardless if there are less than 6 active players.

**Forfeit:** a match forfeit occurs when a team fails to show up on time or a team has less than 6 players. Match forfeits can also be called for sanctions imposed by an official.

**Head Shot:** driven balls that were deliberately and maliciously thrown to an opponents head. This is grounds for calling the attempting player OUT depending on the referee’s discretion. A player charged with a headshot may be disqualified from the game.

Headshots are not really limited to the head alone. Referees have A LOT of room to make decisions based on their discretion.

**Kamikaze:** A suicide attempt wherein a player grabs a ball then jumps across the center line to get closer to an opponent. If the ball thrown by a kamikaze player before the kamikaze player touches the ground hits an opponent, that opponent is OUT. The kamikaze player will be called OUT regardless.

**Lines:** The lines are there to warn you that you are approaching the enclosing barrier around the court. The barrier is usually made of free hanging nets. Getting caught or slipping on the nets can hurt you.

Just stay inside the court lines as much as possible to avoid any trouble. Referees can penalize a team or a player who spends a lot of time outside the lines. Sneaking up on opponents through the sidelines is not allowed.

**Miscall:** when a player makes unnecessary calls to sway/distract/confuse the game. Shouting that an opponent got hit when the opponent was not, claiming that a ball bounced when it did not, etc...

Players are discouraged from calling shots. Let the referee take care of calling dishonest players OUT.

**Stalling:** If a team with more players remaining in play possesses all the balls and does not make any attempt within an acceptable period of time (usually 5 seconds). Or if, in the referee's opinion a team is stalling in order to force a win by having the greater number of remaining players left.

This does not apply if both teams have equal players remaining in play or the "stalling" team has less players remaining in play than their opponent.

Stalling is considered a form of cheating. After giving fair warning, the referee can do anything to even up the game. This includes putting as many opponents of the stalling team OUT.

**Stop:** when play is paused by the referee.

**Taunting:** verbal attacks, excessive cursing, offensive noises and gestures as determined by the referee. This is grounds for being called OUT or being disqualified. Again, referees have A LOT of room to make decisions based on their discretion.

**Trap:** when a player tries to catch an attempt but the ball gets trapped between the ground and the player's hands. A player who traps a ball will not be called OUT but this move is not considered a catch either. This rarely happens though.